

Lego Island III Sub Quests

Sub Quest Title	A Gust of Wind [DONE]
Sub Quest #	1
Story	Poor Papa Brickolini has had his chef's hat blown off by a strong gust of wind It has landed in a tree over the other side of the island. Papa is convinced that his hat gave him that special magic which made his pizza's taste so nice. Pepper our young hero is only too glad to help him find the hat.
How to Activate	Sub quest is activated when Pepper talks to Papa
Clue to Quest	Papa is not wearing his hat
Items or Skills needed	
Walk Through	

Sub Quest Title	Spanner Sandwich [DONE]
Sub Quest #	2
Story	Nubby Stevens is confused to why his toolbox contains sandwiches and suntan lotion. He complains to Pepper that sandwiches just don't work the same as spanners, he should know because he has already tried them. Pepper thinks that the sun tan lotion must belong to someone who enjoys sun bathing,
How to Activate	Talk to Nubby Stevens
Clue to Quest	Nubby is sat on the garage floor staring puzzled at a sandwich in his hand, the tool/lunch box is on the floor just in front.
Items or Skills needed	
Walk Through	1) Speak to Nubby Stevens 2) Receive Lunch /Tool Box 3) Travel to Beach 4) Find [LEGOCHARACTER] 5) Trade Lunch / tool boxes 6) Travel back to Garage 7) Speak to Nubby Stevens

Sub Quest Title	Spanner Sandwich [DONE]
Sub Quest #	2
Story	[LEGOCHARACTER] is sat on the beach with a toolbox full of spanners, she/he tells Pepper that spanners aren't good to eat or use for sun protection.
How to Activate	Talk to [LEGOCHARACTER]
Clue to Quest	[LEGOCHARACTER] is sat on a beach towel holding a spanner in his/her hand.
Items or Skills needed	
Walk Through	1) Speak to [LEGOCHARACTER] 2) Receive Lunch /Tool Box 3) Travel to Garage 4) Talk to Nubby Stevens 5) Trade Lunch / tool boxes 6) Travel back to Beach 7) Speak to [LEGOCHARACTER]

Sub Quest Title	Medical Worry [DONE]
Sub Quest #	3
Story	Dr Clickett is out on call to a patient who has monkey fever, when he realises that he has forgotten his all-important medical bag. He tells Pepper that this is most embarrassing
How to Activate	Talk to Dr Clickett at [LEGOCHARACTER] house
Clue to Quest	Dr Clickett is frantically running around his patient, who is stood looking confused with a monkey attached to his head.
Items or Skills needed	
Walk Through	1) Speak to Dr Clickett. 2) Travel to Hospital. 3) Pick up Medical Bag outside. 4) Return back to patients house. 5) Speak to Dr Clickett.

Sub Quest Title	Floating Trouble [DONE]
Sub Quest #	4
Story	[LEGOCHARACTER] has had so much fun, with all the movies and celebrities coming to town that he couldn't stop buying 'Cool movie' balloons. He has now come to the conclusion that he might have bought too many.
How to Activate	Walking within a radius of the [LEGOCHARACTER] will trigger a cut scene where Pepper looks up to see the troubled fig floating in mid air.
Clue to Quest	Seeing [LEGOCHARACTER] floating
Items or Skills needed	
Walk Through	1) Walk near [LEGOCHARACTER] 2) Speak to [LEGOCHARACTER] 3) Use Pepper pizza throwing skills to burst the balloons, bringing [LEGOCHARACTER] back down to the ground.

Sub Quest Title	Mail Madness
Sub Quest #	5
Story	Ed mail has so many letters to deliver, now that the islanders are receiving fan mail. The ever helpful Pepper is at hand to help poor Ed.
How to Activate	Speak to Ed Mail
Clue to Quest	Ed Mail is carrying a very large sack full of mail
Items or Skills needed	It's a Bonus if Pepper has earned his driving licence
Walk Through	1) Speak to Ed Mail 2) Deliver all letters to there correct addresses within the time limit.

Sub Quest Title	Back –Words
Sub Quest #	6
Story	DJ has been frantically spinning his tunes at Lego Islands Radio station; he has been spinning them so frantically that they have gone into reverse. What's worse is that DJ himself has started talking backwards. Pepper must work out what DJ is telling him and act to fix DJ's dilemma.
How to Activate	Speak to DJ outside the Radio Station
Clue to Quest	The music that plays around the station is backwards
Items or Skills needed	
Walk Through	1) Speak to DJ 2) Decipher his message 3) Go to Technician Bob 4) Travel back to DJ and wait for Bob 5) Bob will fix the radio station, which in turn will cure DJ
Sub Quest Title	Flower Power [DONE]
Sub Quest #	7
Story	Red Greenbase is having a disagreement with his garden, it just doesn't suite his taste. He asks Pepper to help redo his garden to reflect him more.
How to Activate	Go to Red Greenbase's house and speak to him.
Clue to Quest	Red Greenbase is standing in his garden shaking his head
Items or Skills needed	
Walk Through	1) Talk to Red Greenbase 2) Change the colour of all the flowers in his garden to Red, reflecting Red Greenbase's personal colour. 3) Talk to Red Greenbase

Sub Quest Title	Beach Ball Bounty
Sub Quest #	8
Story	Some of the Island children are playing with their Beach ball on the sand. One of the kids kicks the ball too hard and it hurtles out to sea. They stand at the waters edge watching it float off in the current. Pepper sees that the children are upset and offers to help find their bouyant ball.
How to Activate	Talk to one of the children stood at the edge of the beach
Clue to Quest	A group of children are pointing to a floating ball just out into the water.
Items or Skills needed	Swimming??
Walk Through	1) Speak to the children 2) Follow the beach ball as it floats around the island 3) Wait till the ball eventually gets stuck on some rocks 4) Swim over to the ball and pick it up 5) Return back to the beach 6) Talk to the childrem

Sub Quest Title	Shopper Panic
Sub Quest #	9
Story	??? has been left with lots of the islanders shopping bags after they all rushed out to greet the movies as they arrived in to town. There are far to many for her to deliver. Pepper offers to help out and deliver some.
How to Activate	Go to the shop and talk to ???
Clue to Quest	Lots of shopping bags are layout infront of the shop
Items or Skills needed	Driving licence an advantage
Walk Through	1) Talk to ??? 2) Deliver all of the shopping bags to their homes 3) Return to the shop 4) Talk to ???

Sub Quest Title	Diversion Dilemma [STARTED]
Sub Quest #	10
Story	Nick Brick has set up a road diversion to direct the movie set trucks to the film studio. Once Nick had finished setting up the direction, he noticed that the trucks were going the wrong way. Checking back over his diversions, he found that they were all pointing in the wrong directions. Its those rascally Brickster bots disguised as road workers.
How to Activate	Talk to Nick Brick
Clue to Quest	Road signs are placed on a number of street junctions and trucks are driving around circles
Items or Skills needed	
Walk Through	1) Talk to Nick Brick 2) Disable all Brickster bots dressed as road workers 3) Change each road diversion pointing the trucks to the film studio. 4) Talk to Nick Brick

Sub Quest Title	Lost but found
Sub Quest #	11
Story	Nick Brick is out on the hunt for ???'s lost cat, but sadly he has only been able to find a lost dog. He asks Pepper to keep an eye out for a lost cat.
How to Activate	Talk to Nick Brick
Clue to Quest	Nick Brick is walking around with a dog
Items or Skills needed	
Walk Through	1) Talk to Nick Brick 2) Walk around and find Laura Brick 3) Talk to Nick Brick

Sub Quest Title	Lost But Found
Sub Quest #	11
Story	Laura Brick is out on the hunt for ???'s lost dog, but sadly she has only been able to find a lost cat. She asks Pepper to keep an eye out for a lost dog.
How to Activate	Talk to Laura Brick
Clue to Quest	Laura Brick is walking around with a cat
Items or Skills needed	
Walk Through	1) Talk to Laura Brick 2) Walk around and find Nick Brick 3) Talk to Laura Brick

Sub Quest Title	Short Sighted [STARTED]
Sub Quest #	12
Story	Valerie Stubbin's cannot find her binoculars, which she needs to keep a watch on the beach goers. She last had them in the morning when she put them on her watch ladder. It was about the same time that a Brickster bot was sunbathing. Valerie asks Pepper to keep an eye out for them.
How to Activate	Talk to Valerie Stubbins
Clue to Quest	
Items or Skills needed	
Walk Through	1) Talk to Valerie Stubbins 2) Search around the area for a Brickster bot with binoculars. 3) Disable the Brickster bot (Can only be done from behind due to his extra sight). 4) Retrieve the binoculars. 5) Travel back to the beach 6) Talk to Valerie Stubbins.

Sub Quest Title	Skate Challenge #1 [DONE]
Sub Quest #	
Story	Bony Hawks is one of Lego Island's resident skate dudes, and he often enjoys challenging Pepper to learn new tricks. Bony decides that its time for Pepper to learn a cool new trick and develop his ability to navigate around the island with grace, speed and most of all style. Bony skate over a short course on the island, Pepper must follow copying his moves and tricks. The closer Pepper gets the better.
How to Activate	Talk to Bony Hawks
Clue to Quest	
Items or Skills needed	
Reward	Jump move on skate board
Walk Through	1) Talk to Bony hawks 2) Follow him around the course, mimicking his tricks and moves. If Pepper fails the tricks at any point he will have to restart the sub quest.

Sub Quest Title	Skate Challenge #2 [DONE]
Sub Quest #	
Story	Bony Hawks has decided that Pepper is just too good for a standard skate jump. So he has decided to up the level slightly. Pepper must now follow Bony on a medium length course, again copying Bony's tricks and moves. This time Bony will use the jump, 180 jump, 180 and grind.
How to Activate	Talk to Bony Hawks
Clue to Quest	
Items or Skills needed	Complete Skate Challenge #1 (Jump move needed)
Reward	180 Jump, 180, Grind

Walk Through	1) Talk to Bony Hawks 2) Follow him around the course, mimicking his tricks and moves. If Pepper fails the tricks at any point he will have to restart the sub quest.
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Sub Quest Title	Skate Challenge #3 [DONE]
Sub Quest #	
Story	Animal Chin has been watching Pepper skate around the island. He was impressed with the style of Pepper during Bony Hawks's challenge courses. Animal has now decided to teach Pepper some new super tricks on a long course over Lego island. Pepper must skate like he has never skated before, as Animal is the best.
How to Activate	Talk to Animal Chin
Clue to Quest	
Items or Skills needed	Complete Skate Challenge #1 & 2 (Jump, 180 jump, 180 and grind moves needed)
Reward	Double Jump and 360
Walk Through	1) Talk to Animal Chin 2) Follow him around the course, mimicking his tricks and moves. If Pepper fails the tricks at any point he will have to restart the sub quest.

Sub Quest Title	Skate Race #1 [DONE]
Sub Quest #	
Story	Bony Hawks has decided that Pepper has learned all he can teach. So the last thing for him to do is challenge him to a race around Lego Island. Starting at the top of Space Mountain, they will slalom their way around the island jumping fences, steps and other obstacles.
How to Activate	Talk to Bony Hawks
Clue to Quest	
Items or Skills needed	Skate Challenge #1 #2 #3 (Jump, 180 Jump, 180, Double Jump, Grind and 360)
Reward	
Walk Through	1) Talk to Bony hawks 2) Race around Lego Island If Pepper looses he will have to restart the sub quest.

Sub Quest Title	Skate Race #2 [DONE]
Sub Quest #	
Story	Animal Chin was impressed by Pepper beating Bony hawks on the race around Lego Island. He has decided to challenge him to the same race, which will decide who is the Islands champion boarder. Starting at the top of Space Mountain, they will slalom their way around the island jumping fences, steps and other obstacles.
How to Activate	Talk to Animal Chin
Clue to Quest	
Items or Skills needed	Skate Challenge #1 #2 #3 (Jump, 180 Jump, 180, Double Jump, Grind and 360) Skate Race #1
Reward	
Walk Through	3) Talk to Animal Chin 4) Race around Lego Island If Pepper loses he will have to restart the sub quest.

Sub Quest Title	Brickulating Race
Sub Quest #	
Story	Technician Bob has finished his amazing brickulaing vehicle, which can travel over sea, land and air. He challenges Pepper to a race, 1 lap around Lego Island as a boat, 1 lap around Lego island as a car and 1 lap around Lego island as a plane.
How to Activate	Talk to Technician Bob
Clue to Quest	Technician Bob has finished making his Brickulaing Vehicle.
Items or Skills needed	
Reward	
Walk Through	1) Talk to Technician Bob 2) Race 3 laps around Lego Island (Boat,Car and Plane) If Pepper loses he will have to restart the sub quest.

Sub Quest Title	Boat Licence
Sub Quest #	
Story	Pepper needs a boat licence before he can use water vehicles. Valerie Stubbins at the Res-Q-HQ is responsible for boat licences. Pepper must go to Valerie and follow her around a water course to show that he is capable of handling a boat. The water course will take Pepper entirely around LEGO Island. At the end of the circuit Pepper has to show the skills he has learnt by navigating through a twisty course buoys and jumps. If Pepper successfully completes the course he is given the boat licence, and all of the water vehicle on LEGO Island are unlocked so Pepper can use them.
How to Activate	Talk to Valerie Stubbins after the Stunt Bike subgame.
Clue to Quest	Going to the Jet-Ski subgame location and being told that you need a boat licence from Valerie before you can ride a jet-ski.
Items or Skills needed	None.
Reward	Boat Licence
Walk Through	1. Talk to Valerie Stubbins. 2. Follow Valerie around the Island in a power boat. 3. Follow Valerie through the slalom and jumps.

Sub Quest Title	Boat Challenge A
Sub Quest #	
Story	Snap Lockett is in a quandary. He has new water ski's but can't drive a speed boat and water ski at the same time. Pepper can drive the speed boat and make sure that Snap goes over all of the jumps. The speedboat cannot go over the jumps itself.
How to Activate	Talk to Snap after getting the boat licence.
Clue to Quest	Snap standing on the jetty next to a speedboat. Snap is holding his water skis vertically, and looking around hopefully.
Items or Skills needed	Boat Licence.
Reward	
Walk Through	1. Talk to Snap Lockett. 2. Get into the speedboat. 3. Drive the speedboat fast and close to the jumps so snap can go over them.

Sub Quest Title	Boat Challenge B
Sub Quest #	
Story	Snap Lockett loves racing around the Island on his jet-ski and challenges Pepper to a race around and through the Island. The race is a figure of eight going through a channel that separates two parts of the Island. Not only is Snap fast but the player will have to dodge other ships, sharks and dolphins.
How to Activate	Talk to Snap after getting the boat licence.
Clue to Quest	Instead of sunbathing, Snap will be at the slipway on one jet-ski, and another jet-ski is next to him. Valerie Stubbins tells Pepper that Snap wants a jet-ski race but she is too busy, maybe Pepper could race him.
Items or Skills needed	Boat licence.
Reward	
Walk Through	1. Talk to Snap Lockett. 2. Race faster around the Island then Snap.

Sub Quest Title	Plane Licence
Sub Quest #	
Story	Before Pepper can fly in the Plane Chase subgame he will have to get a flying licence. To do this he will have to meet Technician Bob at the airstrip. Technician Bob will fly in front of Pepper and guide him through a simple course of floating rings.
How to Activate	Talk to Technician Bob.
Clue to Quest	Pepper goes to the airstrip to film Plane Chase but is told that he needs a flying licence, from Technician Bob.
Items or Skills needed	
Reward	Flying Licence.
Walk Through	1. Go to Airstrip for Plane Chase. 2. Talk to Blockbuster. 3. Talk to Technician Bob at Space Mountain. 4. Return to Airstrip. 5. Follow Bob around a floating ring course.

Sub Quest Title	Plane Challenge
Sub Quest #	
Story	Pepper bumps into the Super Stationmaster and brags about how he can fly now. Super Stationmaster challenges Pepper to get a plane and see if he really is as good at flying as he says he is. Once Pepper is in a plane the Super Stationmaster will fly off leaving a magical trail behind him. First trick is a loop the loop around a bridge, then after a bit of low level flying, the final trick is to get the plane through a thin gap between buildings.
How to Activate	Talk to Super Station Master after getting the flying licence.
Clue to Quest	None.
Items or Skills needed	Flying Licence.
Reward	
Walk Through	1. Talk to Super Stationmaster. 2. Get a flying vehicle. 3. Follow Super Stationmaster in a loop the loop. 4. Follow the low flying trail. 5. Fly sideways between two buildings.

Sub Quest Title	Peppers Flying Tour
Sub Quest #	
Story	Block Buster would like to see LEGO Island from the air. Now that Pepper can fly he can take Block around the Island. Block will ask Pepper to fly to a landmark, e.g. The Information Centre. As Block is impatient a timer will appear and Pepper has to get through the ring floating over the Information Centre before that timer has run out. Once that is done Block will say ok, now show me Space Mountain. Pepper will be given a new time limit and a ring will appear over Space Mountain.
How to Activate	Talk to Block Buster after getting the flying licence.
Clue to Quest	Block Buster at the airport standing at the end of the runway with his thumbs up like a hitchhiker. All of the film crew will wonder where Block Buster has gone. One of them will mention that Block likes flying but can't fly himself.
Items or Skills needed	Flying Licence.
Reward	LAFTA
Walk Through	1. Talk to Block Buster at the airport. 2. Get into a plane at the airport. 3. Fly to the Information Centre. 4. Fly to Space Mountain. 5. Fly to Res-Q-HQ. 6. ... 7. Return to the airport.

Sub Quest Title	Lost Birds
Sub Quest #	
Story	Some naughty Brickster-Bots have opened up the door to Rolf the Vets aviary and all of Rolfs birds have escaped. Rolf is busy with a poorly dog to go looking for the birds himself. If Pepper offers to help then Rolf will give Pepper his bird whistle (use with the default action button). Birds that are close to the whistle will come over to it. Pepper has to wonder the Island and find the five escaped birds. Then using the whistle Pepper has to lure the birds back to Rolf's aviary.
How to Activate	Talk to Rolf the Vet.
Clue to Quest	Aviary door open and aviary is empty. Except for a brickster-bot trying to shoo the last bird out.
Items or Skills needed	Rolf's Bird Whistle. Various jumps required to get to areas close enough to attract the bird.
Reward	
Walk Through	1. Talk to Rolf the Vet. 2. Disable brickster-bot in the aviary. 3. Find bird on top of the Infocentre. 4. Guide bird back to the aviary. 5. Find bird blocking traffic on the road. 6. Guide bird back to the aviary. 7. ... 8. Guide last bird back to the aviary.

Sub Quest Title	The Pranksters Part 1
Sub Quest #	
Story	Two of the LEGO Island characters like playing pranks on each other and for this they need a constant supply of items. Pepper can supply them with the items they need and watch the results of the pranks. Initially one of the characters needs a bucket. Once they have the bucket if Pepper goes to the other character he will witness the bucket of water over a door trick. The other character now thinks up a prank to retaliate with and so these quests continue.
How to Activate	Talk to Prankster #1.
Clue to Quest	None for the first but after that the characters saying they need to get the other one back.
Items or Skills needed	None.
Reward	Slapstick cutscenes.
Walk Through	1. Talk to Prankster #1. 2. Talk to Jack O Trades 3. Fill bucket with water. 4. Watch Jack hi dive into the bucket of water. 5. Take the now empty bucket to Prankster #1. 6. Go to Prankster #2.

Sub Quest Title	The Triphibian Gizmo
Sub Quest #	
Story	Technician Bob has been working on an item that will allow vehicles to brickulate into the most appropriate form for the terrain. A plane in the air, a boat in the sea and a car on the ground. He just needs a few more bits and pieces and the gizmo will be finished. Pepper needs to find various items that are required for Bobs invention. Bob needs a specialist tool 'a 3/16 left handed spanner' from Nubby. Then he needs a jar of cloud. Then Pepper needs to find the fabled self morphing plant. Then Bob needs a pizza from Papa as he is hungry, but it has to be hot so Pepper will be timed. Finally he requires a brick from a vehicle that is brickulating.
How to Activate	Talk to Technician Bob once Pepper has all of the vehicle licences.
Clue to Quest	Follow on from earlier quests involving Technician Bob and his wacky inventions.
Items or Skills needed	Probably all of them as this is near the end of the game and the items will be in various difficult to reach places.
Reward	The triphibian gizmo that will allow Pepper to drive his vehicle into the sea, have it change into a boat, or go over a cliff and have your vehicle change into a plane.
Walk Through	1. Talk to Technician Bob. 2. Get the 3/16 left handed spanner off of Nubby. Return to Bob. 3. Get a jar from Margaret Patricia Post. 4. Fly into a cloud with the jar. Return to Bob. 5. Sail or swim into the grotto where the self morphing plant lives. 6. Get a plant pot from Jack O Trades. 7. Return to the plant grotto. Return to Bob. 8. Get pizza from Pizzeria and return within the time limit. 9. Stand in the road and wait for a vehicle to brickulate past and grab a brick at that moment. Return to Bob. 10. Leave Bob alone for a while and then return for the gizmo.

Sub Quest Title	Foolish Footballer [DONE]
Sub Quest #	
Story	The Lego Island football team, have been practising in the park. Everything was going fine until the striker hits a whammy shot, landing the ball on a near by house roof. The Striker, in hope to retrieve the ball clambered up on top of the house and then realised that he has no way of getting down. Pepper must search the island for a ladder, so that the striker can return to the safety of the ground.
How to Activate	
Clue to Quest	Footballer standing on the house roof
Items or Skills needed	Pepper must find a ladder as part of the sub quest
Reward	
Walk Through	1) Speak to the footballer (He asks for a ladder) 2) Locate ladder 3) Travel back to the house 4) Use ladder to rescue footballer

Sub Quest Title	Driving Licence
Sub Quest #	
Story	After Filming Titanic and prior to the Car Chase game Pepper is told to go to the Police Station for his Driving Licence test. When Pepper talks to Nick Brick at the police station he tells Pepper that he will teach him how to drive. Nick Brick drives in the police car and tells Pepper to follow him. Pepper must follow Nick Brick around a simple course to get his Driving Test. While Pepper is driving around Nick Brick will be instructing Pepper on how to drive. The course will be very simple. When Pepper has completed the course Nick Brick will give him his Driving Licence.
How to Activate	Talking to Nick Brick
Clue to Quest	The director tells Pepper that he will soon be filming the Car Chase and that Pepper will need to have a Driving License before he can filmed in the Car Chase.
Items or Skills needed	
Reward	Peppers reward for the Driving Test is getting the Driving Licence. Another reward is being able to play the Car Chase game.
Walk Through	1. Talk to the Director 2. Go to Nick Brick 3. Take the driving test 4. Nick Brick gives Pepper the driving licence

Sub Quest Title	Driving Challenge
Sub Quest #	
Story	Once Pepper has his driving licence he can go to Rhodda Hog for a Driving Challenge at any time When Pepper goes to Rhodda Hog she will ask him if he wants a Driving Challenge If Pepper accepts then Rhodda Hog will tell Pepper that the Challenge is to beat her to a certain destination, for example the Infocentre. Rhodda Hog and Pepper then get into cars. There is a countdown and there is race to the destination. The idea is that Rhodda Hog is faster than Pepper but Pepper can make up time and win by choosing a shorter route to the destination. This is therefore all contingent on the Islands road system. There will be several destinations and the destination will be chosen at random each time that Pepper activates the Challenge.
How to Activate	Talk to Rhodda Hog
Clue to Quest	When Nick Brick gives Pepper the Driving Licence he tells Pepper that he can go to Rhodda Hog for a Driving Challenge whenever he wants to.
Items or Skills needed	
Reward	
Walk Through	1. Talk to Rhodda Hog 2. Accept the Driving Challenge 3. Race Rhodda Hog to the specified destination. 4. Cut scene at the end when Pepper and Rhodda are together at the specified destination. (Have to ensure that the cutscene can cope with being repeated in different places, or else is skippable. It could get very tedious seeing the same cutscene repeated every time).

Sub Quest Title	Sneak
Sub Quest #	
Story	Pepper sees that Jack O'Trades is tightrope walking between two trees. Pepper goes into his garden to talk to him. Jack O'Trades tells Pepper that he can now tight-rope walk and walk very slowly because he has learned the sneak skill. Jack O'Trades says he can now creep up behind people without them knowing, and then surprise them. Jack O'Trades then tells Pepper that he will teach him the skill. Jack O'Trades then describes how to do the skill and invites Pepper to try some tight rope walking. There is a course of tight-ropes tied between the trees in Jack O'Trades garden and Pepper must get all the way around the course to learn the skill. Pepper must use the skill to complete the task but at the end of the course Jack O'Trades tells Pepper that he can now use that skill all over the Island. Pepper does not have the skill unless he completes the course. Pepper can use this skill to creep up behind Brickster Bots and hit them without them running away.
How to Activate	Talk to Jack O'Trades
Clue to Quest	The clue to the quest is seeing Jack O'Trades in his garden balancing on a wire. Prior to the start of this quest Jack O'Trades is seen standing in his garden or else gardening. It should be clear that something has changed if he starts to tightrope walk between trees.
Items or Skills needed	Sneak skill is required to complete the quest
Reward	
Walk Through	1. See Jack O'Trades tightrope walking 2. Talk to Jack O'Trades and have the skill explained

	3. Pepper must tightrope walk along a course in Jack O'Trades garden to learn the skill 4. Congratulatory cut scene when Pepper succeeds explaining that Pepper can use the skill all over the Island now.
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Sub Quest Title	Bird Nest
Sub Quest #	
Story	The Director is in a pickle because a big black bird has swiped his favourite mega-phone. He tells Pepper that the bird flew toward Space Mountain, maybe it has a nest up there.
How to Activate	Talk to the Director
Clue to Quest	
Items or Skills needed	Double Jump, Sneak and Skate Jump.
Reward	L.A.F.T.A
Walk Through	1) Talk to the Director 2) Travel to Space Mountain 3) Use 'Skate Jump' to reach rock 4) 'Double Jump' up the rock 5) 'Sneak' to the Birds nest 6) Collect mega-phone 7) Uncover a hidden L.A.F.T.A 8) Travel back to the Director 9) Return the mega-phone to him.

Sub Quest Title	Driving Challenge
Sub Quest #	
Story	Once Pepper has his driving licence he can go to Rhodda Hog for a Driving Challenge at any time When Pepper goes to Rhodda Hog she will ask him if he wants a Driving Challenge If Pepper accepts then Rhodda Hog will tell Pepper that the Challenge is to beat her to a certain destination, for example the Infocentre. Rhodda Hog and Pepper then get into cars. There is a countdown and there is race to the destination. The idea is that Rhodda Hog is faster than Pepper but Pepper can make up time and win by choosing a shorter route to the destination. This is therefore all contingent on the Islands road system. There will be several destinations and the destination will be chosen at random each time that Pepper activates the Challenge.
How to Activate	Talk to Rhodda Hog
Clue to Quest	When Nick Brick gives Pepper the Driving Licence he tells Pepper that he can go to Rhodda Hog for a Driving Challenge whenever he wants to.
Items or Skills needed	
Reward	
Walk Through	1. Talk to Rhodda Hog 2. Accept the Driving Challenge 3. Race Rhodda Hog to the specified destination. 4. Cut scene at the end when Pepper and Rhodda are together at the specified destination. (Have to ensure that the cutscene can cope with being repeated in different places, or else is skippable. It could get very tedious seeing the same cutscene repeated every time).